A PLANESHIFTED GUIDE TO

AETHERDRIFT

A HOMEBREW EXPANSION FOR DUNGEONS & DRAGONS

CHAPTER 1
CHARACTER OPTIONS

THIS CHAPTER IS FULL OF CHARACTER options you can use to make characters unique to an Aetherdrift campaign: new and revised subclasses, new backgrounds, and new species.

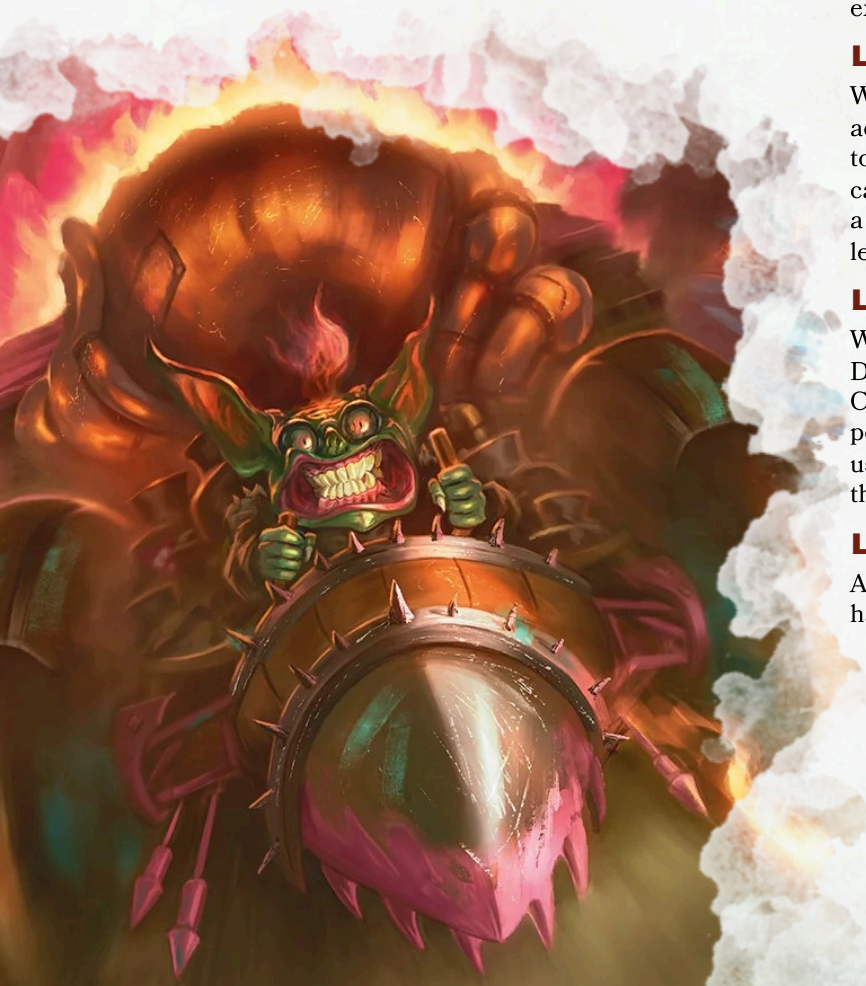
SUBCLASSES

This chapter presents three new subclasses that are particularly appropriate for characters in an Aetherdrift adventure:

Speed Domain: A Cleric of the BOOSTGOD, the goblin god of speed, or another deity who values swiftness or travel.

Cavalry Rider: A Fighter who has gained an otherworldly steed and rides into battle atop it.

Speed Patron: A Warlock who has made a pact with the Speed Demon, a lesser demon of the plane of Duskmourn, or a similar entity of speed.



ANTHONY DEVINE

SPEED DOMAIN (CLERIC)

Break the Velocity Limit

The Speed Domain values seeks to find and break the upper limits of speed. Clerics who wield this power are capable of incredible bursts of quickness and unseen feats of traversal.

In some goblin religions in the multiverse, the velocity limit is imposed by the dead-stop deity (whose name cannot be uttered), and holds back the glory of the BOOSTGOD from the multiverse. Freeing the BOOSTGOD is a goblin's worshipers ultimate goal.

LEVEL 3: SPEED PRIEST

You gain the following benefits.

Speed. Your Speed increases by 10 feet.

Quick Attack. As a Bonus Action, you can make one attack with a weapon or an Unarmed Strike. You can use this Bonus Action a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a Short or Long Rest.

LEVEL 3: QUICKENED SPELL

When you cast a spell that has a casting time of an action, you can expend one use of your Channel Divinity to change the casting time to a Bonus Action for this casting. You can't use this feature if you've already cast a level 1+ spell on the current turn, nor can you cast a level 1+ spell on this turn after using this feature.

LEVEL 6: SPEED'S BLESSING

When you or a creature within 30 feet of you fails a Dexterity saving throw, you can expend one use of your Channel Divinity and give that roll a +10 bonus, potentially turning the failure into a success. When you use this feature to benefit another creature's saving throw, you must take a Reaction to do so.

LEVEL 17: BLURRED MOVEMENT

Attack rolls against you have Disadvantage unless you have the Incapacitated condition or your Speed is 0.

CAVALRY RIDER (FIGHTER)

Defend Your Allies From a Mount

Cavalry Riders excel at mounted combat and guard those in their charge, often protecting their superiors and the weak. A Cavalry Rider has obtained an otherworldly steed, a loyal lifelong ally in battle.

LEVEL 3: LOYAL STEED

You can cast the *Find Steed* spell without a spell slot.

LEVEL 7: MOUNTED COMBATANT

You and your steed gain the following benefits.

Quick Mount. It costs you only 5 feet of movement to mount or dismount your steed, rather than half your Speed.

Shared Second Wind. When you use your Second Wind to regain Hit Points, the steed also regains Hit Points equal to 1d10 plus your Fighter level.

LEVEL 10: SENTINEL

Creatures provoke an Opportunity Attack from you when they move 5 feet or more while within your reach. When you hit a creature with an Opportunity Attack, the target's Speed becomes 0 until the end of the current turn.

LEVEL 15: MOUNTED EXPERT

You and your steed gain the following benefits.

Tandem Attack. When you take the Attack action on your turn, you can forego one of your attacks to command the steed to make one Slam attack.

Charge. While you're mounted on your steed, if the steed moves at least 10 feet in a straight line toward a creature immediately before you hit that creature with a melee attack roll as part of the Attack action, choose one of the following effects: gain a 1d8 bonus to the attack's damage roll, or push the target up to 10 feet away if it is Large or smaller. You can use this benefit only once on each of your turns.

LEVEL 18: DEFENDER

While mounted in combat, you get a special Reaction that you can take once on every creature's turn except your turn. You can take this Reaction only to make an Opportunity Attack, and you can't take it on the same turn that you take your normal Reaction.

ANDREY KUZINSKIY

SPEED PATRON (WARLOCK)

Tagline

!REPLACE!
Description
Description

LEVEL 3: SPEED SPELLS

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Speed Spells table, you thereafter always have the listed spells prepared.

SPEED SPELLS

Warlock Level	Spells
3	*Blur, Kinteitc Jaunt,* Longstrider, Zephyr Strike**
5	*Fiery Stride,* Haste*
7	*Freedom of Movement, Ride the Lightning**
9	*Far Step,* Steel Wind Strike*

* This spell appears in !REPLACE!.

LEVEL 3: SWIFT COMBATANT

You gain the following benefits.

Accelerated Strikes. When you hit with an attack roll using a weapon or Unarmed Strike, you deal an extra 1d4 damage. The extra damage's type is the same as the attack's type.

The extra damage increases when you reach Warlock levels 10 (1d6) and 14 (1d8).

Accelerated Movement. Your Speed increases by 10 feet while you aren't wearing Medium or Heavy armor.

LEVEL 6: EVASION

When you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail.

You don't benefit from this feature if you have the Incapacitated condition.

LEVEL 10: ACROBATIC MOVEMENT

While you aren't wearing Medium or Heavy armor or wielding a Shield, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the movement.

LEVEL 14: SPEED BOOST

As a Magic action, you can imbue a creature you can see within 60 feet of yourself with speed far above its station. The next time the target moves 5+ feet using its Speed, it is flung 60 feet along the ground in the direction of its movement.

If a creature or fixed object is encountered during this movement, the target makes a Dexterity saving throw against your spell save DC. On a failed save, the target stops moving, takes 1d6 Force damage for every 10 feet it moved, and has the Stunned condition until the end of its next turn. A creature in the flung target's path makes the same save.

Once you use this feature, you can't do so again until you finish a Long Rest.

BACKGROUNDS

Four backgrounds for characters in an Aetherdrift adventure are presented in this section in alphabetical order:

- Announcer
- Enthusiast
- Mechanic
- Racer

DAREN BADER

MIRKO FAILONI

SPECIES

Twelve species for characters in an Aetherdrift adventure are presented in this section in alphabetical order:

Cephalid	Homarid	Mendicant
Chordatan	Homunculus	Oil Drinker Vampire
Goblin	Human	Speedbrood
Gorilla	Kor	Viashino

CEPHALID

!REPLACE!

CEPHALID TRAITS

Creature Type: Humanoid
Size: Medium (about 4–7 feet tall)
Speed: 30 feet

As a Cephalid, you have these special traits.

Amphibious. You can breathe air and water.

Compression. You can move through a narrow opening sized for a Tiny creature without expending extra movement to do so.

Darkvision. You have Darkvision with a range of 60 feet.

Swimming. You have a Swim Speed equal to your Speed.

Tentacles. You have tentacles that you can use to take the Utilize action, make an Unarmed Strike, grapple a creature, or wield a weapon that has the Light property.

CHORDATAN

!REPLACE!

CHORDATAN TRAITS

Creature Type: Humanoid
Size: Medium (about 4–7 feet tall)
Speed: 30 feet

As a Chordatan, you have these special traits.

Amphibious. You can breathe air and water.

Bite. You have sharp teeth. When you use your Unarmed Strike to deal damage with them, it deals 1d6 plus your Strength modifier Piercing damage instead of dealing the normal damage for your Unarmed Strike.

Blindsight. You have Blindsight with a range of 10 feet.

Blood Frenzy. When you make an attack against a Bloodied creature as part of the Attack action on your turn, you can give yourself Advantage on the attack roll.

You can use this trait a number of times equal to your Proficiency Bonus, regaining all expended uses when you finish a Long Rest, and you can use it only once per turn.

Swimming. You have a Swim Speed equal to your Speed.

ALIX BRANWYN

WAYNE REYNOLDS

GOBLIN

!REPLACE!

GOBLIN TRAITS

Creature Type: Humanoid (Goblinoid)
Size: Small (about 3–4 feet tall)
Speed: 30 feet

As a Goblin, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Natural Agility. You have proficiency in the Acrobatics, Performance, or Stealth skill.

Nimble Escape. You can take the Disengage or Hide action as a Bonus Action.

Goblinoid Trickery. When a creature you can see hits you with an attack roll, you can take a Reaction to invoke disruptive magic and use one of the trickery options below (choose the option each time you take the Reaction). You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

Here are the trickery options:

Jinx. The attacker makes a Wisdom saving throw (DC 8 plus your Charisma modifier and Proficiency Bonus). On a failed save, the attack misses you instead.

Redirect Attack. Choose a willing ally within 5 feet of you. You and the ally swap places, and the ally becomes the target of the attack instead.

GORILLA

!REPLACE!

GORILLA TRAITS

Creature Type: Humanoid
Size: Medium (about 4–5 feet tall)
Speed: 30 feet

As a Gorilla, you have these special traits.

Keen Senses. You have proficiency in the Insight, Perception, or Survival skill.

Leap. As a Bonus Action, you can expend 10 feet of movement to jump up to 30 feet. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

Powerful Build. You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

Improvised Weaponry. You have proficiency with improvised weapons.

SVETLIN VELINOV

HOMARID

!REPLACE!

HOMARID TRAITS

Creature Type: Humanoid
Size: Medium (about 4–7 feet tall)
Speed: 30 feet

As a Homarid, you have these special traits.

Amphibious. You can breathe air and water.

Claws. You have strong claws. When you use your Unarmed Strike to deal damage with them, it deals 1d6 plus your Strength modifier Bludgeoning damage instead of dealing the normal damage for your Unarmed Strike.

Darkvision. You have Darkvision with a range of 60 feet.

Pinch and Grab. When you hit a creature with an Unarmed Strike as part of the Attack action on your turn, you can use both the Damage and the Grapple option. You can use this benefit only once per turn.

Natural Armor. While you aren't wearing armor, your base Armor Class equals 13 plus your Dexterity modifier.

Swimming. You have a Swim Speed equal to your Speed.

HOMUNCULUS

!REPLACE!

HOMUNCULUS TRAITS

Creature Type: Construct
Size: Small (about 3–4 feet tall)
Speed: 30 feet

As a Homunculus, you have these special traits.

Built for Success. When you fail a D20 Test, you can add 1d4 to the d20, potentially turning the failure into a success. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Poison Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Unusual Nature. You don't gain levels of Exhaustion from dehydration or malnutrtion.

IZZY

KAI CARPENTER

HUMAN

!REPLACE!

HUMAN TRAITS

Creature Type: Humanoid
Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species
Speed: 30 feet

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice.

Versatile. You gain an Origin feat of your choice. Skilled is recommended

DAVID ASTRUGA

KOR

!REPLACE!

KOR TRAITS

Creature Type: Humanoid
Size: Medium (about 5–6 feet tall)
Speed: 30 feet

As a Kor, you have these special traits.

Brave. You have Advantage on saving throws you make to avoid or end the Frightened condition.

Climbing. You have a Climb Speed equal to your Speed.

Natural Talents. You have proficiency in the Athletics and Acrobatics skills.

Lucky. When you roll a 1 on the d20 of a D20 Test, you can reroll the die, and you must use the new roll.

KENN YAP

MENDICANT

!REPLACE!

MENDICANT TRAITS

Creature Type: Construct
Size: Small (about 3–4 feet tall)
Speed: 30 feet

As a Mendicant, you have these special traits.

Holograms. You know the *Minor Illusion* cantrip. Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose the ability when you select this species).

Natural Armor. While you aren't wearing armor, your base Armor Class equals 13 plus your Dexterity modifier.

Poison Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Sleepless. You don't need to sleep, and magic can't put you to sleep. You can retain consciousness during a Long Rest.

Unusual Nature. You don't gain levels of Exhaustion from dehydration, malnutrition, or suffocation.

LORENZO MASTROIANNI

OIL DRINKER VAMPIRE

!REPLACE!

OIL DRINKER VAMPIRE TRAITS

Creature Type: Undead
Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species
Speed: 30 feet

As an Oil Drinker Vampire, you have these special traits.

Oildrinker Bite. You have sharp fangs. When you use your Unarmed Strike to deal damage with them, it deals 1d6 plus your Strength modifier Piercing damage instead of dealing the normal damage for your Unarmed Strike.

In addition, when you deal this damage to a vehicle while racing, it falls behind an additional place.

Darkvision. You have Darkvision with a range of 60 feet.

Necrotic Resistance. You have Resistance to Necrotic damage.

Unusual Nature. You don't gain levels of Exhaustion from dehydration, malnutrition, or suffocation.

SLAWOMIR MANIAK

SPEEDBROOD

!REPLACE!

SPEEDBROOD TRAITS

Creature Type: Humanoid
Size: Medium (about 4–7 feet tall)
Speed: 30 feet

As a Speedbrood, you have these special traits.

Bite. You have sharp pincers. When you use your Unarmed Strike to deal damage with them, it deals 1d6 plus your Strength modifier Piercing damage instead of dealing the normal damage for your Unarmed Strike.

Darkvision. You have Darkvision with a range of 60 feet.

Four Arms. You have four arms instead of two.

Natural Armor. While you aren't wearing armor, your base Armor Class equals 13 plus your Dexterity modifier.

Silkweb. When you reach character level 3, you learn the *Web* spell and always have it prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the lineage).

OLIVIER BERNARD

VIASHINO

!REPLACE!

VIASHINO TRAITS

Creature Type: Humanoid
Size: Medium (about 4–7 feet tall)
Speed: 30 feet

As a Viashino, you have these special traits.

Bite. You have sharp fangs. When you use your Unarmed Strike to deal damage with them, it deals 1d6 plus your Strength modifier Piercing damage instead of dealing the normal damage for your Unarmed Strike.

Feed. Immediately after you hit a creature that isn't a Construct or Undead with your Unarmed Strike, you can take a Bonus Action to gain a number of Temporary Hit Points equal to your Proficiency Bonus.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

Fire Resilience. You have Resistance to Fire damage. You also can't start burning.

Natural Armor. While you aren't wearing armor, your base Armor Class equals 13 plus your Dexterity modifier.

CHAPTER 2
COSMOLOGY

The worlds of Magic: the Gathering are part of an immense multiverse, a collection of planes each with their own unique histories and people. Almost every plane has a unique theme to explore, from the mythic odysseys of greek-inspired Theros, to the cyberpunk adventures of Japan-inspired Kamigawa. Some adventures only take place on a single plane, while other campaigns branch into the wider multiverse.

THE PLANES

The planes are the different worlds and dimensions in the Magic multiverse. They fall into the following categories:

- **Blind Eternities.** The Blind Eternities is the void between planes. It is filled with the chaotic energies of aether and mana. The Edge is a plane that sits outside the rest of the multiverse and borders the Blind Eternities.
- **Planes.** The distinct worlds of Magic are called planes, and are similar to the Material plane in other D&D cosmologies.
- **Realms.** A Magic plane might have its own smaller worlds within it, called realms. Most planes have a mortal realm alongside a spirit realm or afterlife. Kaldheim is a plane with ten distinct realms.
- **Refractions.** If a plane has multiple versions of itself, like a parallel universe, these are called refractions. Rabiah is a plane with 1,001 refractions. Refractions can help explain deviations from the Magic Story within your campaign.

PLANAR TRAVEL

When adventurers travel to other planes of existence, they undertake a legendary journey in which they might face supernatural guardians and undergo many ordeals. The nature of that journey and the trials along the way depend in part on the means of travel, such as portals or spells.

OMENPATHS

Omenpaths are portals that allow travel between the planes. They are a remnant the Phyrexian Invasion, wherein the forces of New Phyrexia invaded multiple planes. Omenpaths can can vary in appearance, size, and stability. Some may even be mobile.

Traveling the omenpaths is the easiest way to move between planes, but it's far from simple. It requires careful planning and mapping of the omenpaths to prevent getting lost or stranded on an unknown plane.

OMENPATH CLASSIFICATIONS

The official Avishkari Omenpath Classification System is a simple, colloquial system that attempts to batch omenpaths into three recognizable categories:

- ***Evergreen.*** Evergreen Omenpaths are stable portals that opened in the wake of the Phyrexian invasion and have not yet closed.
- ***Deciduous.*** Though not permanent, Deciduous Omenpaths are considered stable in that they open and close on regular, predictable cycles.
- ***Instanced.*** Instanced Omenpaths are any other Omenpaths, including those that have recently opened and are undergoing evaluations to determine their classification. They might be open for days or mere seconds.

ADAM VOLKER

Known Omenpaths

The locations and destinations of confirmed omenpaths, evergreen or deciduous, are listed in the tables below.

Known Evergreen Omenpaths

Destination 1	Destination 2
Amonkhet	Muraganda
Amonkhet	Ghirapur, Avishkar
Ghirapur, Avishkar	Muraganda
Eiganjo, Kamigawa	Tenth District, Ravnica
Stormplains, Tarkir	Meditation Realm

Known Deciduous Omenpaths

Destination 1	Destination 2
Alacria	Ghirapur, Avishkar
Ghirapur, Avishkar	Valor's Reach, Kylem
Pachatupan Coast, Ixalan	Strixhaven, Arcavios
Omenport, Thunder Junction	Varies

Planeswalking

A planeswalker is a sentient, living creature that possesses a "planeswalker spark," an imprint of aether on their soul. The chances of a creature being born a planeswalker is one in a million, and fewer still ever have their spark ignited, which occurs under strong stress or emotion.

A planeswalker with an ignited spark can cast the *Plane Shift* spell on itself once per day, without expending a spell slot and without spell components.

Spells and Magic

A number of spells allow direct or indirect access to different planes of existence. See "The Multiverse" section later in this chapter for more information on important planes.

- *Gate* and *Plane Shift* can directly transport adventurers to any other plane, with different degrees of precision.
- *Blink* and *Etherealness* typically allows adventurers to enter the Ethereal Plane. On Tarkir, this spell allows access to the Elemental Plane.
- *Astral Projection* typically lets adventurers project themselves into the Astral Plane. Throughout the Magic multiverse, this spell allows access to the Blind Eternities.

Planar Communication

The Izzet Guild from the plane of Ravnica has constructed interplanar communication relays that allow creatures to communicate across planes. See *A Guildmaster's Guide to Ravnica* for more information about Ravnica and the Izzet Guild.

Planar Relay

While using a Planar Relay, a creature can take a Utilize action to speak a short message of 25 words or fewer into it and choose a destination relay on another plane. Any creature within 5 feet of the destination relay can hear the message. Typically, creatures who speak a language from one plane can't use it to communicate with creatures who speak a langauge of the same name from a different plane.

The Planar Relay Services table shows typical prices for using Planar Relays.

Planar Relay Services

Service	Cost
Communication	2 SP per word
Translation	2 CP per word

IZZY

CHAPTER 3
SPELLS

THE FOLLOWING SPELLS APPEAR IN alphabetical order. If a spell in this section has the same name as a spell from an older book, use the version of the spell presented in this section. Some spells appear on the Artificer spell list. The Artificer class is from !REPLACE!.

BACK ON TRACK

Level 3 Abjuration (Artificer, Bard, Warlock, Wizard)

Casting Time: Reaction, which you take when a racer moves ahead or falls behind in place
Range: Touch
Components: V, S, M (a vial of oil)
Duration: Instantaneous

You touch a racing creature or vehicle and prevent it from switching places with another racer (see the racing rules in appendix !REPLACE!).

BOOMING SMITE

Evocation Cantrip (Artificer, Sorcerer, Warlock, Wizard)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a Melee weapon or an Unarmed Strike
Range: Self
Components: V
Duration: 1 round

The target takes an extra 1d6 Thunder damage from the attack. If the target is a creature, it becomes sheathed in booming energy; if it moves 5+ feet using its Speed before the start of your next turn, it takes 1d6 Thunder damage, and the spell ends.

Cantrip Upgrade. All the damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

DAMN

Level 5 Conjuration (Cleric, Paladin, Sorcerer, Warlock, Wizard)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a Melee weapon or an Unarmed Strike
Range: Self
Components: V
Duration: 1 round

The target hit by the attack roll must succeed on a Charisma saving throw, or the target disappears and hurtles through a nightmare landscape. The target takes 8d10 Psychic damage if it isn't a Fiend, and it has the Incapacitated condition until the end of your next turn, when it returns to the space it previously occupied or the nearest unoccupied space.

FAR STEP

Level 5 Conjuration (Sorcerer, Warlock, Wizard)

Casting Time: Bonus Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

You teleport up to 60 feet to a space you can see, and until the spell ends, you can teleport in that way again as a Bonus Action.

FIND VEHICLE

Level 2 Conjuration (Paladin, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 30 ft.
Components: V, S
Duration: Instantaneous

You summon an otherworldly being that appears as a vehicle in an unoccupied space of your choice within range. It uses the statistics of a vehicle of your choice that doesn't have a Fly Speed. If you already have a vehicle from this spell, the vehicle is replaced by the new one.

When you cast the spell, choose a creature type: Celestial, Fey, or Fiend. The vehicle bears characteristics and markings reflecting that choice.

The vehicle disappears if it drops to 0 Hit Points or if you die. If you cast this spell again, you decide whether you summon the vehicle that disappeared or a different one.

Using a Higher-Level Spell Slot. The vehicle you choose can have a Fly Speed with a spell slot of level 5+.

KINETIC JAUNT

Level 2 Transmutation (Artificer, Bard, Sorcerer, Wizard)

Casting Time: Bonus Action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

You gain the following benefits until the spell ends:

Speed. Your Speed increases by 10 feet.

Freedom. Your movement doesn't provoke Opportunity Attacks.

Nimbleness. You can move through the space of any creature without expending extra movement, but you can't stop in the same space.

LIGHTNING RUN

Level 3 Transmutation (Artificer, Ranger, Sorcerer, Wizard)

Casting Time: Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Until the spell ends, you radiate lightning in a 5-foot Emanation. While the Emanation persists, your Speed increases by 20 feet and your movement doesn't provoke Opportunity Attacks.

When the Emanation appears, each creature in it takes 1d6 Lightning damage. A creature also takes this damage when the spell's area moves into its space and when it enters the spell's area. A creature takes this damage only once per turn.

Using a Higher-Level Spell Slot. The damage increases by 1d6, and your Speed increases by 5 more feet, for each spell level above 3.

LIGHTSHIELD PARRY

Level 2 Abjuration (Druid, Sorcerer, Wizard)

Casting Time: Reaction, which you take when you are hit by an attack roll
Range: Self
Components: V, S
Duration: 1 round

Until the start of your next turn, you gain the following benefits against melee and ranged attack rolls, including against the triggering attack:

Melee Attack Rolls. You have a +2 bonus to AC against melee attack rolls.

Ranged Attack Rolls. When a ranged attack roll hits you, reduce the attack's total damage against you by 2d4. The attacker must succeed on a Dexterity saving throw or take 2d4 damage. The damage is the same type dealt by the attack.

RIDE THE LIGHTNING

Level 4 Conjuration (Druid, Sorcerer, Wizard)

Casting Time: Action
Range: Self
Components: V, S
Duration: Instantaneous

A bolt of lightning forming a 60-foot-long, 5-foot-wide Line blasts out from you in a direction you choose. Each creature in the Line makes a Dexterity saving throw, taking 4d6 Lightning damage on a failed save or half as much damage on a successful one. You then teleport to any unoccupied space in the Line.

Using a Higher-Level Spell Slot. The damage increases by 1d6, and the length of the Line increases by 10 feet, for each spell slot level above 4.

THUNDER STEP

Level 3 Conjuration (Sorcerer, Warlock, Wizard)

Cating Time: Action
Range: 90 feet
Components: V
Duration: Instantaneous

Each creature in a 10-foot Emanation originating from you makes a Constitution saving throw, taking 3d10 Thunder damage on a failed save or half as much damage on a successful one. You then teleport to an unoccupied space you can see within range. The spell's thunderous sound can be heard up to 100 feet away.

You can also teleport one willing creature. The creature must be within 5 feet of you when you teleport, and it teleports to a space within 5 feet of your destination space. The creature doesn't take damage from this spell.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 3.

WISH GOOD LUCK

Level 2 Abjuration (Bard, Cleric, Paladin, Sorcerer, Warlock)

Casting Time: Action
Range: 30 ft.
Components: V
Duration: 1 hour

You wish good luck to a creature you can see within range. Until the spell ends, the target has a +1 bonus to ability checks and saving throws. The spell ends early if you cast it again.

Using a Higher-Level Spell Slot. The bonus increases to +2 with a level 3–5 spell slot. The bonus increases to +3 with a level 6+ spell slot.

ZEPHYR STRIKE

Level 1 Transmutation (Ranger)

Casting Time: Bonus Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

Until the spell ends, your movement doesn't provoke Opportunity Attacks.

Once before the spell ends, you can give yourself Advantage on one weapon attack roll on your turn. That attack deals an extra 1d8 Force damage on a hit. Whether you hit or miss, your Speed increases by 30 feet until the end of that turn.

APPENDIX B
MOUNTS & VEHICLES

THIS CHAPTER PROVIDES RULES ON USING mounts and vehicles, the most important pieces of racing in an Aetherdrift adventure.

MOUNTS

Mounts are creatures that use stat blocks, and following the rules for mounted combat in the *SRD 5.2*.

VEHICLE BLOCKS

The rules for a vehicle block are detailed in this section.

SIZE

A vehicle is Tiny, Small, Medium, Large, Huge, or Gargantuan. See the *SRD 5.2* for information on size.

A vehicle's dimensions are listed in parentheses after its size. This can help provide more accurate mapping of a larger vehicle to a grid.

OBJECT TYPE

All vehicles are objects and tagged as vehicles. This has no rules of its own, but other rules may refer to vehicles as specific kinds of objects.

ARMOR CLASS

A vehicle's Armor Class (AC) includes the skill of a capable driver or pilot. See the *SRD 5.2* for information on Armor Class.

HIT POINTS

A vehicle's Hit Points (HP) are presented as a single number. See the *SRD 5.2* for information on Hit Points.

DAMAGE THRESHOLD

Vehicles have extra resilience represented by a damage threshold. See the *SRD 5.2* for information on damage thresholds.

CREW

A vehicle requires people to run it. The Crew entry specifies the minimum number of people required to operate a vehicle.

PASSENGERS

A vehicle can carry people in addition to its crew. The Passengers entry specifies the maximum number of people that can safely ride in a vehicle in addition to the crew.

At the GM's discretion characters might be able to exceed the maximum number of passengers unsafely, such as via clinging to the outside of a vehicle or stowing away in a dangerous compartment.

SPEED

The Speed entry specifies a vehicle's Speed. Some vehicles have one or more of the following speeds: Burrow, Climb, Fly, Swim. Rules for Speed and these specials speeds appear in the *SRD 5.2*. Rules for racing appear in Appendix !REPLACE! of this book.

IMMUNITIES

This entry lists the vehicle's damage immunities, if any. As objects, vehicles aren't affected by any conditions. See the *SRD 5.2* for details.

TRAITS

A vehicle's traits, if any, are features that are active at all times or in certain situations.

ACTION STATIONS

A member of a vehicle's crew can take one of the actions in this section. Once an action has been taken, it can't be taken again until the vehicle's (or racer's) next turn (see Appendix !REPLACE! for rules on racing).

ADAM VOLKER

AETHERCYCLE

Aethercycle

Large (5 ft. × 10 ft.) Object (Vehicle)

AC 23
HP 30
Damage Threshold None
Speed 120 ft.
Immunities Fire, Poison, Psychic
Crew 1
Passengers 1

Action Stations

Drive (Requires 1 Crew). Move the aethercycle up to its Speed.

CHRIS SEAMAN

BOOSTBUGGY

Boostbuggy

Large (10 ft. × 5 ft.) Object (Vehicle)

AC 19
HP 50
Damage Threshold 10
Speed 100 ft.
Immunities Fire, Poison, Psychic

Crew 1
Passengers 3

Action Stations

Driver's Seat (Requires 1 Crew). Do one of the following:

Drive. Move the hellride up to its Speed.
Boost (1/Day). Until the start of its next turn, the boostbuggy's Speed increases by 50 feet, and it gains Fly Speed equal to its Speed.

EDUARDO FRANCISCO

GLIDECAR

Glidecar

Huge (15 ft. × 10 ft.) Object (Vehicle)

AC 19
HP 60
Damage Threshold 10
Speed 100 ft., Fly 80 ft.
Immunities Fire, Poison, Psychic

Crew 2
Passengers 2

Action Stations

Drive (Requires 1 Crew). Move the hellride up to its Speed.

Aether Burst (Requires 1 Crew). *Ranged Attack Roll:* One creature, object, or vehicle within 120 feet. *Hit:* 11 (2d10) Radiant damage.

OLIVIER BERNARD

HELLRIDE

Hellride

Huge (15 ft. × 15 ft.) Object (Vehicle)

AC 19
HP 60
Damage Threshold 10
Speed 150 ft.
Immunities Fire, Poison, Psychic

Crew 1
Passengers 7

Traits

Ram. Once per turn, the hellride can ram a creature or vehicle within 5 feet of it. *Dexterity Saving Throw:* One creature or vehicle within 5 feet. *Failure:* 11 (2d10) Bludgeoning damage.

Rake. The hellride rakes a creature or vehicle within 5 feet of it the first time it moves within 5 feet of that target each turn. *Dexterity Saving Throw:* One creature or vehicle within 5 feet. *Failure:* 11 (2d10) Slashing damage.

Action Stations

Drive (Requires 1 Crew). Move the hellride up to its Speed.

BROODWAGON

Broodwagon

Huge Monstrosity, Neutral

AC 15 **Initiative** +2 (12)
HP 114 (12d12 + 36)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	22	+6	+6	**Dex**	12	+2	+2	**Con**	17	+3	+3
Int	10	+0	+0	**Wis**	11	+0	+0	**Cha**	10	+0	+0

Senses Darkvision 60 ft., Passive Perception 10
Languages Speedbrood
CR 5 (XP 1,800; PB +3)

Actions

Multiattack. The broodwagon makes two Slam attacks.

Slam. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 19 (2d12 + 6) Bludgeoning damage.

BARTEK FEDYCZAK

BRIAN VALEZA

DRACOSAUR

Dracosaur

Large Dragon (Dinosaur), Unaligned

AC 13 **Initiative** +2 (12)
HP 58 (9d10 + 9)
Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	15	+2	+2	**Con**	12	+1	+1
Int	4	–3	–3	**Wis**	13	+1	+1	**Cha**	6	–2	–2

Skills Perception +3
Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 13
Languages Understands Common and Draconic but can't speak
CR 2 (XP 450; PB +2)

Traits

Flyby. The dracosaur doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

Actions

Multiattack. The dracoaur makes two Rend attacks.

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 12, each creature in a 15-foot Cone. *Failure:* 18 (4d8) Fire damage. *Success:* Half damage.

ALEXANDRE HONORÉ

GHODA

Ghoda

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 13 (2d10 + 2)
Speed 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	13	+1	+1	**Con**	12	+1	+1
Int	2	–4	–4	**Wis**	11	+0	+0	**Cha**	7	–2	–2

Senses Passive Perception 10
Languages None
CR 1/4 (XP 50; PB +2)

Actions

Hooves. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage.

ANDREIA UGRAI

GLIDING POSSUM

Gliding Possum

Large Beast, Unaligned

AC 11 **Initiative** +3 (13)
HP 26 (4d10 + 4)
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	17	+3	+3	**Con**	12	+1	+1
Int	4	–3	–3	**Wis**	12	+1	+1	**Cha**	7	–2	–2

Senses Darkvision, 60 ft., Passive Perception 11
Languages None
CR 1 (XP 200; PB +2)

Actions

Multiattack. The possum makes two Scratch attacks.

Scratch. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (2d4 + 3) Slashing damage.

Giant Lynx

Medium Beast, Unaligned

AC 14 **Initiative** +4 (14)
HP 22 (4d8 + 4)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	18	+4	+4	**Con**	13	+1	+1
Int	4	–3	–3	**Wis**	14	+2	+2	**Cha**	7	–2	–2

Skills Perception +6, Stealth +6
Senses Darkvision 60 ft., Passive Perception 16
Languages None
CR 1/2 (XP 100; PB +2)

Actions

Claws. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Slashing damage. If the target is a Large or smaller creature and the lynx moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.

Bonus Action

Quickbeast (Recharge 5–6). The lynx doubles its Speed until the start of its next turn.

DERUCHENKO ALEXANDER

LEONARDO SANTANNA

MAMMOTH

Riding Mammoth

Huge Beast, Unaligned

AC 12 **Initiative** –1 (9)
HP 76 (8d12 + 24)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	22	+6	+6	**Dex**	9	–1	–1	**Con**	17	+3	+3
Int	3	–4	–4	**Wis**	11	+0	+0	**Cha**	6	–2	–2

Senses Passive Perception 14
Languages None
CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The mammoth makes two Gore attacks.

Gore. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 15 (2d8 + 6) Piercing damage. If the target is a Huge or smaller creature and the elephant moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.

Bonus Actions

Trample. *Dexterity Saving Throw:* DC 16, one creature within 5 feet that has the Prone condition. *Failure:* 17 (2d10 + 6) Bludgeoning damage. *Success:* Half damage.

BRENT HOLLOWELL

Ox

Ox

Large Beast, Unaligned

AC 10 **Initiative** +0 (10)
HP 15 (2d10 + 4)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	10	+0	+0	**Con**	14	+2	+2
Int	2	–4	–4	**Wis**	10	+0	+0	**Cha**	4	–3	–3

Senses Passive Perception 10
Languages None
CR 1/4 (XP 50; PB +2)

Traits

Beast of Burden. The ox counts as one size larger for the purpose of determining its carrying capacity.

Actions

Gore. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 7 (1d6 + 4) Piercing damage. If the target is a Huge or smaller creature and the elephant moved 20+ feet straight toward it immediately before the hit, the target takes an extra 7 (2d6) Piercing damage and has the Prone condition.

Sunmare

Large Celestial, Lawful Good

AC 12 **Initiative** +8 (18)
HP 97 (13d10 + 26)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	14	+2	+2	**Con**	15	+2	+2
Int	11	+0	+0	**Wis**	17	+3	+3	**Cha**	17	+3	+3

Immunities Poison; Charmed, Paralyzed, Poisoned
Senses Darkvision 60 ft., Passive Perception 13
Languages Celestial; telepathy 120 ft.
CR 5 (XP 1,800; PB +3)

Traits

Legendary Resistance (3/Day). If the sunmare fails a saving throw, it can choose to succeed instead.

Magic Resistance. The sunmare has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The sunmare makes two Hooves attacks.

Hooves. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 10 (1d12 + 4) Bludgeoning damage.

Spellcasting. The sunmare casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 14):

At Will: *Detect Evil and Good*, *Druidcraft*
1/Day Each: *Calm Emotions*, *Dispel Evil and Good*, *Daylight*, *Pass without Trace*, *Word of Recall*

Bonus Actions

Sunmare's Blessing (3/Day). The sunmare touches another creature with its crest and casts *Cure Wounds* or *Lesser Restoration* on that creature, using the same spellcasting ability as Spellcasting.

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the sunmare can expend a use to take one of the following actions. The sunmare regains all expended uses at the start of each of its turns.

Charge. The sunmare moves up to half its Speed without provoking Opportunity Attacks, and it makes one Hooves attack.

Shimmering Shield. The sunmare targets itself or one creature it can see within 60 feet of itself. The target gains 10 (3d6) Temporary Hit Points, and its AC increases by 2 until the end of the sunmare's next turn. The sunmare can't take this action again until the start of its next turn.

CHRISTINA KRAUS

APPENDIX C
RACING

THE RULES FOR MOVEMENT IN COMBAT don't translate well to high-speed races, since Speed is consistent and doesn't allow creatures to close distance or pass each other. Use the following rules to make race more variable and exciting.

STARTING A RACE

A race requires two or more racers. A racer can be a creature or vehicle; if multiple creatures are riding a single mount or vehicle, they count as one racer (whenever the racer has to make a D20 Test, any of the riders can roll).

INITIATIVE & PLACE

When a race begins, each racer rolls Initiative, which determines their starting place. When the Initiative order is determined, use it to determine each racer's place. For example, the racer with the highest Initiative is in first place, the next highest Initiative is in second place, and so on.

Rather than use the original Initiative order to determine the order of actions during the race, use the place order. For example, at the start of the round, the creature in first place acts first, even if they rolled the lowest Initiative at the start of the race.

RUNNING A RACE

Each racer can act on their turn as in combat. These rules assume the race takes place on a predetermined track or route, and tracking exact movement and position isn't necessary.

If a racer has two or more riders, each rider can act on the racer's turn.

SPELLS AND ATTACKS

A racer can make attacks and cast spells against other racers directly ahead or behind them in place order. For example, a racer in second place can attack a racer in first place or third place.

Racers can't normally make Opportunity Attacks against each other, since they are all assumed to be moving in the same direction at the same time. However, racers can still be the targets of Opportunity Attacks from creatures not participating in the race. For example, racing past a gang of ruffians might provoke Opportunity Attacks from the ruffians.

CHANGING PLACE

Each racer's place changes throughout the race as they gain on and fall behind the other racers. When a racer moves ahead or behind in place, they displace the other racers while preserving the place order. For example, if a third place racer moves ahead two places, the first place racer switches to second place, and the second placer racer switches to third place.

A racer's place changes in the following ways:

Compare Speed. At the end of each racer's turn, they compare their Speed with the Speed of the racer directly ahead of them in place. If their Speed is greater, they move ahead one place. Otherwise, they fall behind one place. For example, if the racer in second place has a Speed of 40 ft. and the racer in first place has a Speed of 30 ft., the second place racer switches to first place, and the first place racer switches to second place.

Falling Prone. If a racer has the Prone condition, it falls behind one place.

Taking Damage. Whenever a racer takes damage, it falls behind one place.

Obstacles. One or more obstacles might appear during a race. If a racer fails a saving throw against an obstacle, it falls behind one or more places, as determined by the GM.

Shortcuts. A race may consist of one or more shortcuts. A creature that successfully finds and takes a shortcut moves ahead one or more places, as determined by the GM.

KNOCKED OUT

A racer can be permanently knocked out of the race. This happens in one of the following ways:

Speed 0. If a racer's Speed falls to 0, they are knocked out of the race at the end of the round; they fall too far behind to compete. If a racer is a mount or vehicle with one or more riders, this rule applies to the racing creature or vehicle, not its riders.

Vehicle Destruction. If a vehicle is reduced to 0 Hit Points, it falls too far behind to continue racing, even if it is somehow repaired before the end of the round.

ENDING A RACE

When you plan a race, determine the number of rounds that the race will last, which signifies the distance between the starting and finishing points.

A race also ends if all racers except one are knocked out of the race.

MAPPING A RACE

When you plan a race, you can insert obstacles and complications at specific points, which occur on specific rounds. You can create complications that require the characters to make ability checks or saving throws to avoid slowing or stopping, or use the random tables of complications in the "Race Complications" section to choose obstacles that occur at specific points.

Complications can be barriers to progress or opportunities for mayhem. Characters racing through a forest might spot a wasp nest and slow down long enough to attack the nest or throw rocks at it to enrage the wasps within, thus creating an obstacle for the racers behind them in place.

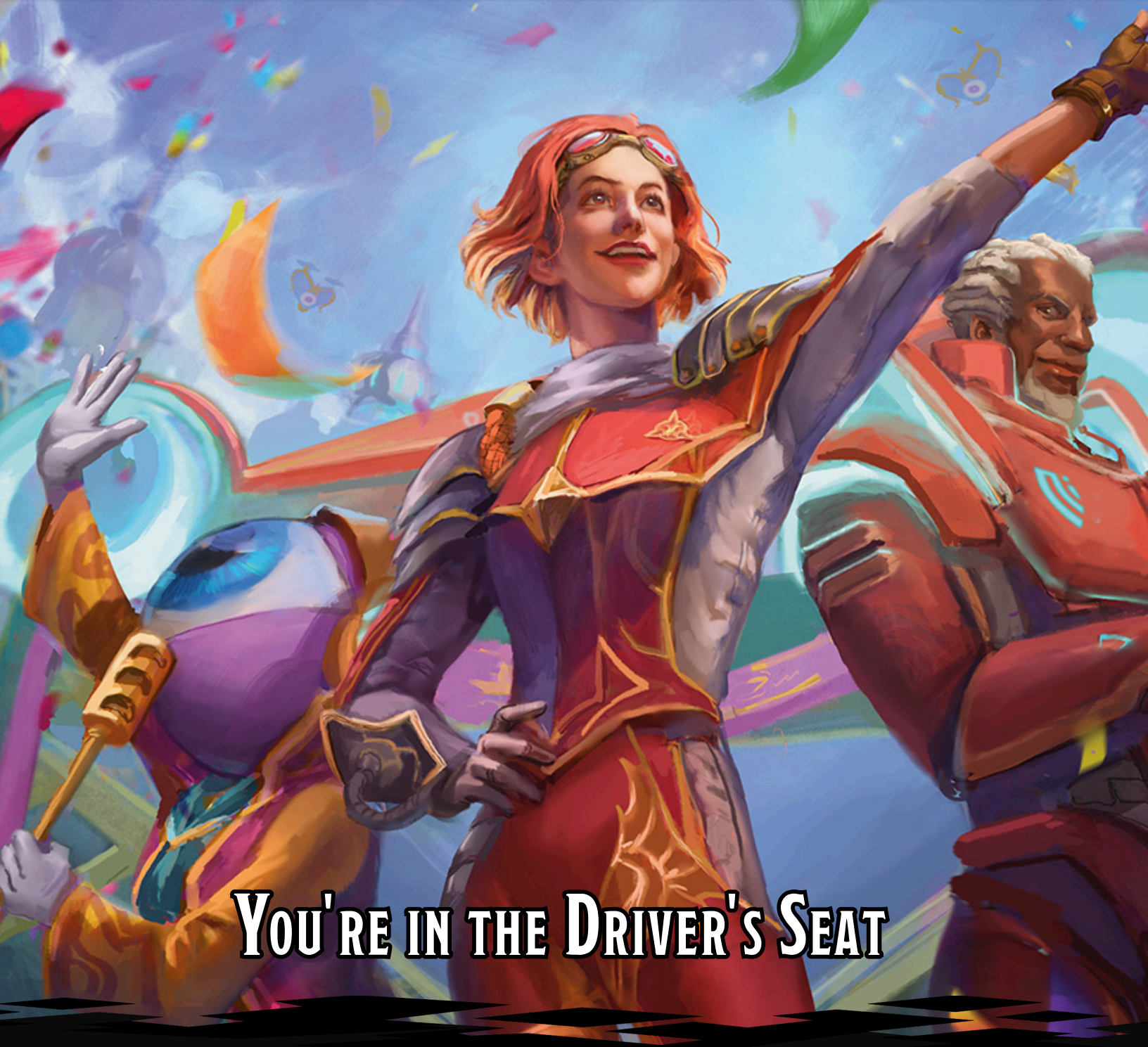
A race can be linear or have many branches, depending on the nature of the race. For example, a race on a racetrack chase might have few (if any) branches, while a race across planes might have several. Some branches might be shortcuts, allowing racers to increase in place. Each branch should converge into one before the end of the race.

RACE COMPLICATIONS

Unexpected complications make a race more exciting. The accompanying Urban Race Complications table and Wilderness Race Complications table provide several examples. Each racer rolls 1d12 at the start of its turn. Consult the appropriate table to determine whether a complication occurs.

Characters can create their own complications to shake racers behind them or slow racers ahead of them (for example, casting the Web spell in a narrow alleyway). Adjudicate these at your discretion.

Urban Race Complications
Wilderness Race Complications



You're in the Driver's Seat

Huge thank you to all of my supporters and my personal play group, and to James Wyatt for his work on the original Plane Shift supplements.

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